



World War II Wargames Rules

ACTION
SECOND EDITION



CAMPAIGN GIGANT

OPERATION SEA LION: THE SECOND FRONT





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CAMPAIGN: **GIGANT**



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WHAT IS THIS BOOK?

SEELÖWE: AN ALTERNATIVE HISTORY

This book is a supplement for the *Bolt Action* World War II tabletop wargame. It contains all the background, rules and army list information to field miniature wargame armies for the second, northern, front of *Unternehmen Seelöwe* (Operation Sea Lion), a hypothetical Nazi invasion of Britain in September 1940. *Seelöwe* was real, insofar as it existed on paper, and some quite serious plans were enacted to modify river barges and move them to the Channel ports, but the threatened invasion never happened.

This supplement addresses the German attempts to rescue Operation Sea Lion when the campaign started to go badly wrong on D +10.

Primarily this supplement will concentrate on the wargaming aspects of Operation Sea Lion, but, because we are in the realms of alternative history, or even outright fantasy, we will have to focus rather more on narrative history than previous *Bolt Action* supplements. Nevertheless, historical points are only discussed here where their interpretation has some direct bearing on the wargame rules or for a general introduction to establish context. There has been a reawakened interest in *Seelöwe* in recent years, inspiring a number of new popular history titles on the subject. Those who wish to read more should go there.

You will require the *Bolt Action* wargames rules 2nd edition to use this supplement. You will also find the relevant *Bolt Action* national armies supplements useful, but not absolutely essential since the information within them can be recreated using the army lists in the core rule book as guides. These supplements include *Armies of Germany*, *Armies of Great Britain*, *Germany Strikes!* and especially the campaign supplement *Sea Lion*, which forms an ideal companion book to *Giant*.

INTRODUCTION TO UNTERNEHMEN GIGANT



THE BACKGROUND

With hindsight, Operation Sea Lion began to go astray on D +5, when it became clear that the Luftwaffe and combined Franco-Italian fleets were unable to stop the attrition of the ships and barges shuttling across the Channel. However, with its usual lackadaisical attitude to logistics, the Heer seemed oblivious to the growing crisis.

The Battle of the Channel on D +10, when an assembled Royal Navy Task Force, based around the battleships *Resolution*, *Warspite* and *Malaya*, and the battlecruiser *Renown*, drove up the Channel from Plymouth, was the turning point where the Royal Navy regained control of the Channel in daylight as well as at night. The Franco-Italian fleet was driven to seek refuge in port and the supply convoy it was escorting was massacred. This blow coincided with the offensive launched in Kent by the 1st and 2nd British Armoured Divisions, aimed at recapturing the Channel ports.

The sensible move would have been for the Reich to make one great supreme air and naval effort to gain control of the sea lane long enough to evacuate as much of the German Expeditionary force trapped in Kent as possible, in a sort of reverse Dunkirk. However, Hitler showed the first sign of the mulish stubbornness that was to doom so many troops in Russia in 1942 when they were surrounded by Zhukov's armoured counterstroke in the Second Battle for Moscow. The fascist dictator would not countenance a single retrograde step, claiming that the German Army must remain on British soil for 'political reasons', prophesying that the British armoured thrusts would soon burn themselves out as they had earlier that year at Arras in France.

Chance, and a new airplane, gave the Wehrmacht one last card to play to snatch victory: thus was born *Unternehmen Gigant*.

Half-track mounted 2.0cm FlaK 30 anti-aircraft guns and 3.7cm PaK 35/36 anti-tank guns occupy the heights overlooking the approach to a small town, by Peter Dennis © Osprey Publishing. Taken from Campaign 264: Fall Gelb 1940 (1).



ARCHITECTS OF THE GERMAN AIRBORNE FORCE

GENERAL WALTHER WEVER

Wever was a 2nd Lieutenant in the infantry at the start of World War I, but his intelligence, managerial skills and grasp of strategy resulted in his promotion into the staff of the *Oberste Heeresleitung* (Army High Command), where he was critical in developing the successful 'elastic defence' strategy of the German Army. He was appointed to the command of the *Reichsluftfahrtministerium*, the German Air Force, in 1933 and became Chief of Staff of the Luftwaffe in 1935.

Walther Wever was a visionary who saw the need for the new German Luftwaffe to have a strategic impact on any future European war and, in particular, the need for a four-engined strategic bomber, the 'Ural Bomber', for a long-range war against the Soviet Union. This was

not a popular opinion, but with great energy Wever overcame all obstacles and the Do 19 prototype made its first flight on the 28 October, 1936, with the competing Ju 89 first flying in April, 1937.

However, on the 3 June, 1936, an incident occurred which was to have a long-term impact on the course of World War II. Wever was an inexperienced pilot (he had only obtained his licence in 1933 and had less than 200 hours experience), and skipped the pre-flight check on an He 70 that he intended to use for an urgent trip back to Berlin from Dresden. Thus he omitted to notice that the aileron lock was engaged. The plane crashed on take-off, killing a flight engineer and badly injuring Wever. By the time he returned to duty, the 'Ural Bomber' project had been terminated.

The Deutsche England Korps thunders across the Lincolnshire countryside.



However, Wever was able to save another of his projects, the development of a long-range strategic transport aircraft, possibly because the chosen design required few strategic elements. The *Gigant*, or Me 263, used wooden spars and a doped fabric covering. Also, it was a glider, so did not compete with medium bomber production for engines.

GENERAL WERNER KEMPF

Kempf joined the Imperial German Army in 1905 and later served in the army of the Weimar Republic and the Third Reich. An early armoured warfare specialist, he took command of the 4th Panzer Brigade in 1937. In the attack on Poland, Kempf led Panzer Division Kempf, an independent armoured division operating out of East Prussia. He was commander of 6th Panzer in the Blitzkrieg into France, being awarded a Knight's Cross of the Iron Cross and promotion to *Generalleutnant* in August in recognition of his leadership of mechanised units. Kempf was an early convert to the idea of airborne assaults but reasoned that paratroops, i.e. light infantry, would never

German *Feldgendarmes*
on motorcycle



be able to have a decisive effect because of their lack of heavy weapons, especially armour. He was also convinced that air-dropped or flying light tanks would never be sufficient, given the failure of light tanks in the Spanish Civil War. Airborne medium tanks might have remained just a footnote in history had Kempf not stumbled across a Luftwaffe base with mothballed *Gigants*.



ME 321 & 323 GIGANT

In 1938, the Technical Department of the Luftwaffe, prodded into action by Wever, issued a tender for a *Grossraumlastensegler* – a large-capacity transport glider promptly nicknamed the 'Ural transport' since it was clearly designed for use in the Soviet Union. The contract was awarded to Messerschmitt for their Me 263 Gigant, promptly redesignated the Me 321. It had 6 metre high clamshell doors in the nose, allowing vehicles to drive out over ramps. The 100m² internal transport volume was six times greater than a Ju 52, and the Gigant could lift over 23,000 kilos or up to 130 fully equipped troops (as opposed to 18 for the Ju 52). The glider could carry a Pz IV or a heavy field gun plus tractor.

Experiments showed that a fully laden Gigant could not be towed by the designated plane, the Ju 90, so the Heinkel He 111Z Zwilling (Twins) was created by bolting two He 111 bombers together by the wings and adding a fifth engine at the join. Take off was supplemented by Walter HWK 109-500 Starthilfe rocket boosters. In practice, the Gigant had a one-way range of just 250 miles which made it useless over the enormous distances of the Soviet Union, so the project languished.

All this changed on the 10 May, 1940, when the Reich attacked the Netherlands. Ju 52s participated in strength and losses were horrendous. On the first day, 278 planes, equal to a year's production, were destroyed or heavily damaged. Many fell victim, while lined up on Dutch airfields, to British light bomber raids and strafing attacks by long-range Blenheim fighter bombers.

The plans for the Gigant glider, which obviously didn't compete for engines with Ju 52 production and could be

built quickly and cheaply, were hastily brushed off and the machine rushed into production to make up the difference. Zwillings were more problematical as they competed with bomber production.

When France changed sides in June 1940 – after Hitler showed incontestable evidence that the British Prime Minister, Lord Halifax, had tried to abandon France with a separate German-British peace agreement – the Luftwaffe had access to French aero-engine production, notably the powerful Gnome et Rhône GR14N radial engines fitted to the Bloch MB.170 fast bomber and the MB.152 fighter. Six of these mounted on the wings proved suitable to get a Gigant off the ground with rocket booster assistance. This development made Zwillings unnecessary.

The powered Gigant was designated Me 323, and was equipped with a permanent wheeled undercarriage enabling it to take off again unladen to return to base. In comparison, the 321 landed on skids, making it a one trip weapon in a war zone. The Me 323 had a crew of five and a laden speed of 136 mph. It was defended by three to five 13mm (.51 in) MG 131 machine guns firing from a dorsal position behind the wings, and from the fuselage on makeshift mounts.

Some historians claim that Gigant production tipped the balance in Hitler's mind between cancelling or triggering Operation Sea Lion, because Göring had assured the dictator that with this plane the Luftwaffe alone could supply a German expeditionary force across the Channel even if the Navy failed. Whatever the truth about Operation Sea Lion, these giant aircraft were what made *Unternehmen Gigant* possible.

Early Waffen-SS Squad





front view



side view



top view

bottom view

MESSERSCHMITT **ME 323** GIGANT



CONCEPTUALISATION

Gigant glider and powered transports had been omitted from the initial invasion of the Home Counties of England because of their vulnerability to AA guns, fighters, light bombers or any enemy plane with a gun, including trainers, reconnaissance planes and biplane torpedo bombers.

Göring's initial plan on D +10 was to use them to resupply the German invasion force in Kent, but this was kyboshed by Hitler who saw no value in throwing away a useful but one-use weapon on a non-pivotal task: and it would have been a one-way trip into the dangerous southern English fighter defences even for powered Gigants that could theoretically fly home after landing and discharging their cargo. All that could have been achieved was an extra week's worth of supplies for Army Group England, as it had been grandiloquently named, or a few extra replacement troops for an army that was barely in supply as it stood.

However, the Führer's attention was drawn to a plan by a senior panzer general who so far had enjoyed a good war in Poland and France. Kempf suggested achieving strategic surprise by opening a second front by using Gigants to land a panzer division in northern England.

He summarised the advantages as: (i) the Luftwaffe's claimed kill ratios indicated that the last of the RAF fighter squadrons must all be concentrated in South East England, so an unopposed air landing could be made, and (ii) all the British armour, artillery and regular infantry must be concentrated in the south to launch the counteroffensive against Army Group England. Kempf argued that a panzer

division would slice quickly south through poor quality militia. He brushed aside supply considerations by suggesting that the division would resupply from captured British dumps of food and fuel as it went to maintain the momentum just as they had in France. London would be captured by a *coup de main* sprung from the unprotected north.

There were not enough Me 323s available, so Me 321 gliders not yet fitted with Rhone engines had to be employed as well as their powered equivalents, but unfortunately no Zwilling had been manufactured to tow them. The problem was solved when test flights showed that a Gigant glider could be towed by three Me 110s heavy fighters working together.

Unternehmen Gigant immediately fired the Führer's febrile imagination. Wasn't this how he had always won against the odds, by doing the bold, the audacious, the unexpected? Had he not been shown to be the greatest military genius of the age because he cut through the tired banalities of accepted military reality? Was this not the Britain equivalent of his Ardennes offensive?

Hitler issued *Führerbefehle* (Führer Directive) No 18 ordering the 'go ahead' for Gigant. A Führer Directive was binding and could only be cancelled by the dictator himself. The world's first great airborne-only operation was on.

The general location chosen for the airborne attack was Lincolnshire because: (i) it has a North Sea coast so was within the operational range of Me 321 gliders, and (ii) the Humber to the north, the Wash to the south, and the North Sea to the east cut Lincolnshire off, making a landing zone easy to defend while the attack force assembled.

The exact target chosen was RAF Manby. This airfield had been built in the 1930s as part of the first phase of RAF expansion and was the first airfield in Lincolnshire to be given a paved runway. It opened fully in 1938 and became the base for air-gunnery and bomb disposal schools. By the outbreak of hostilities it was a bomber base. In June 1940 it was equipped with a defence squadron (later called the RAF regiment) armed with machine guns and 20mm Bofors autocannon. As well as the paved bomber-capable runway, Manby had the advantage of being a little way inland and therefore



Pzpfw 35R 731 (f) (Renault R35 in German service)



somewhat protected from shore bombardment – an important factor now that the Royal Navy owned the North Sea.

The first wave of the attack force was to consist of DFS 230 Assault Gliders, the transported troops tasked with taking out the air defences; the second of Me 321 gliders on a one way trip and, after they had been cleared off the runway and a defensive perimeter including AA guns set up, the third of the more valuable 323s. The powered gliders would unload, be topped up with fuel captured on the base, and then take off to return back to the continent for another run.

When the Panzer Division had fully assembled on the jump off point it would roll west, led by its reconnaissance regiment. The route involved cutting through the Lincolnshire Wolds on B roads until the spearheads met the Great North Road, from Edinburgh to

London, just east of Nottingham, between Newark and Grantham. From there it was a mere 100 miles to London – nothing compared to the 350 miles from Germany to the Channel coast!



Panzerspähwagen P204 (f) (Panhard 178 in German service)

PLANNING

Gigant ran into immediate difficulties when Hitler flatly refused to release any of the panzer divisions held in readiness for transportation to Kent. He insisted, despite all evidence to the contrary, that the delay in their transport to Kent was merely temporary – Göring having assured him that the Luftwaffe would soon regain control of the Channel.

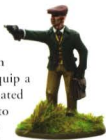
Hitler also insisted that the designated panzer divisions must remain poised to invade for 'political' reasons. By these, he meant the necessity to maintain a threat to (i) keep potentially wavering allies like Italy and Vichy France onside, (ii) prevent the British reinforcing the Mediterranean Front and (iii) put pressure on the United Kingdom government to come to a political settlement.

Kempf was therefore faced with the task of creating an *ad hoc* panzer division from various detachments and equipment that he could beg, steal or borrow for what was to be named rather grandiosely *Deutsche England Korps*, or DEK. It was beyond the Luftwaffe's ability to transport a korps by air, of course and in practice DEK was little more than a reinforced brigade or light division.

Heer planners insisted that the flexibility of a proper Panzer Abteilung, consisting of two regiments, was absolutely essential to maintain the momentum of an

advance, even if the regiments themselves were under strength. Kempf barely managed to scrape up a hodgepodge of enough German armoured vehicles of all types to equip a single reinforced battalion, designated 202. *Panzerregiment*. The solution to equipping its sister regiment, 201, lay in the large numbers of undamaged captured French tanks, Somua S35s and Renault R39/40s: Kempf initially wanted captured Hotchkiss H35/39s, but these had already been promised to Vichy France and Finland.

Similarly, unarmed supply and transport vehicles were scrounged from all over occupied Europe, acquired from allies like Vichy France and Italy, or supplied by the Luftwaffe, which controlled production of vehicles such as the Trippel SG6. British equipment from the beaches of Dunkirk were also utilised. Only a handful of armoured Hanomag were available, but they were supplemented by captured Laffly S20 TL personnel carriers, as the le. Zgkw. S307(f), and British Bren-Gun Carriers, as the *gepanzelter Maschinengewehrtraeger Bren 731 (e)*. Nevertheless, much of the accompanying infantry would be lorried.



German infantry cautiously use a Panzer II as cover as it advances into the City outskirts, by Howard Gerrard © Osprey Publishing. Taken from Campaign 107: Poland 1939.



OPERATION GIGANT

SEPTEMBER 1940



Logistic officers complained bitterly of the impossibility of carrying spares for such a heterogeneous mix of machines, but Kempf countered this by pointing out that the Gigants wouldn't have room for any spares anyway so the issue was moot. This was to be a short 100 mile mobile dash to capture London. It would all be over in a week – one way or another. London must be taken in a Blitzkrieg attack before the British had time to react – and before the DEK ran out of supplies.

Key to the success of Gigant would be a smooth and fast run from the assembly point in Lincolnshire down to the northern suburbs of London. The Great North Road would be subject to blockade once the British realised what was happening, and then DEK would be forced onto winding English country lanes that would be even easier to block.

Kempf came up with a cunning plan, which was to use fifth columnists to take control of potential choke points such as bridges, urban centres, key road junctions, supply dumps and so on. His armour would be propelled south on a magic carpet of irregular light troops.

AIR LANDING

Operation Gigant started with the take off before dawn of the initial airfield capture force of light infantry in DFS 230 gliders and flugpanzer flying tanks. The flugpanzers flew in a loose formation led by Me 108 Taifun liaison planes showing full navigation lights because there was considerable doubt concerning the air navigation skills of the Heer's tank crews. Even so, a number managed to get lost over the North Sea, never to be seen again.

Flugpanzers should have made wonderful radar targets, but they flew so low out of necessity that they largely slipped under the radar net. Nevertheless, some were intercepted by astonished RAF fighter pilots who found the tank part of the Heath-Robinson apparatus impossible to damage with their .303 LMGs. The Taifuns, on the other hand, were easy-meat resulting in a number of lost flugpanzers crashing aimlessly over the Lincolnshire countryside trying to locate RAF Manby.

The assault gliders achieved complete surprise and, supported by such panzers as made it, captured and secured the airfield. Nevertheless, it was a shock to find RAF fighters in the area as Göring had assured Kempf that the last few Spitfires and Hurricanes as yet undestroyed by his glorious Luftwaffe had all been sucked into the air battles in the South East.

Me 321 Gigant gliders pulled by *Troikaschlepp* arrangements of three Me 110s Zerstörers in a V-formation took off at dawn. Tragedy occurred on the third formation when one of the Gigant booster rockets failed causing the lead Zerstörer to stall and flip over into another of the tow-planes. All four aircraft crashed with the loss of 129 aircrew and troops. This was the largest air disaster in the world until the development of jet airliners.

By now the British air defences were on full alert and the incoming Gigant formations were subject to repeated attacks. Although the crews of long-range Zerstörer escorts did their best, they were barely able to defend themselves against the agile RAF 8-gun fighters, and losses among Gigant gliders were accordingly heavy, fully half being shot down or released too early by damaged or panicking tow planes. A lucky few of those released over water managed to reach the Lincolnshire coast: the rest went down in the sea.

The flight of the Me 323s powered Gigants was immediately put on hold as the extent of the disaster set in. At RAF Manby, the invaders worked hard to get the defences in some sort of order before the inevitable counter-attack and sort out what assets had arrived into useful units. Over the next twenty four hours German survivors of various crash landings turned up at Manby in dribs and drabs, often having had to fight off local LDV units.

Adolf Galland, *Gruppenkommandeur* of III./JG 26 (JG 26) broke the deadlock by a daring strategy. He led forty Me 109 Emil single engine fighters escorting a formation of Me 323s to Manby. Once there the Emils, now out of fuel, landed and refuelled from captured British supplies,



British 40mm Bofors AA gun

Local Defence Volunteers take to the streets.



also rearming from ammunition brought in with the Gigants. The entire formation took off later in the day under heavy flak defences positioned around the airfield and fought their way back to the continent.

Galland managed this run only twice more before losses in both 323s and 109s became unsustainable. Nevertheless, his initiative had shipped in enough materiel and troops to give Operation Gigant a fighting chance. However, the delay had also given the British time to scrape together a scratch armoured brigade from various detachments and training units in the North and Midlands to mount a mobile defence.

BLITZKRIEG

Kempf gave the signal to activate the fifth columnists and set out at dawn the next morning, abandoning Manby, the airfield having served its purpose. The column of German vehicles travelled due west to Louth where they entered the lanes running through the Lincolnshire Wolds. Here the column split up to take advantage of the reasonably extensive, if narrow, road network. The result was something of a shambles with columns becoming hopelessly lost and travelling around in circles. The

damned British had removed all the road signs and the locals were singularly unhelpful when asked for directions. Indeed, they spoke English with a dialect unrecognisable by Kempf's Oxford-educated translators.

After taking far longer than expected the DEK hit the main road on the other side of the Wolds and made better time to Lincoln, meeting only limited resistance that was swept to one side by reconnaissance units leading the way. There Kampfgruppe East detached south along the A17 towards Wisbech.

The rest arrived in Newark-on-Trent to be greeted by a pitched battle between fifth columnists and local defenders, which delayed matters further. Restoring control, the column split into two, Kampfgruppe Centre heading south down the Great North Road, while Kampfgruppe West stayed on the A46 heading south-west. Kempf's plan was to maintain momentum by a three-pronged attack down different roads, the spearheads remaining close enough to support each other. He had discovered that, although England was richly supplied with roads, most of them were rather narrow and a British 'A' road bore no relation to a German autobahn.

British Royal Navy Section



Kampfgruppe West was the first to run into trouble. Yet more navigational confusion caused their reconnaissance company to stray too far west into the suburbs of Nottingham, where they became embroiled in urban conflict with the local LDV and detachments of the Sherwood Foresters. The main column was sucked into the fighting and Kampfgruppe West found itself in the most unenviable position to face a mechanised force: urban conflict in a maze of tight streets and brick buildings against local infantry who knew the ground intimately. Tanks found themselves trapped in narrow culs-de-sac while a rain of Molotov cocktails splashed across their top armour and engine vents.

Fighting their way out of Nottingham through Long Eaton dumped Kampfgruppe West back into industrial/urban areas at Loughborough and then Leicester, where the whole ghastly cycle repeated.

Kampfgruppe East had an easier time of it, at least initially, racing through Wisbech and Downham Market. Resistance was light, consisting of the odd suicidal road block at bridges and village high streets. However, the roads were little more than country lanes and any attack that knocked out a vehicle even for a few minutes soon caused a massive traffic jam. German vehicles spilled down the side lanes to find ways around the blockages, causing further delays and confusion. Not only did this lose precious time, but fuel use rocketed with all the low gear manoeuvring, so supplies became critically low. Civilian

lorries looted from all over Europe began to break down under the strain.

It was discovered that few of the garages they came across had a limited supply for essential vehicles, so it just wasn't possible to replenish petrol tanks. It became necessary to abandon vehicles, siphoning off their precious fuel to keep other lorries and tracks running. By the time it reached Newmarket, the column was down to half strength. Kampfgruppe East died not with a bang but with a whimper, discarding a trail of equipment across a hundred miles of waterlogged ditches and twisting lanes. It got no closer to London than Chelmsford, Essex, where it was finally overwhelmed by a British Regular Army ambush and counter-attack.

However, Kampfgruppe Centre had retained fully half the strength of the DEK. Progress was slower than Kempf had hoped, but was made partly because fifth columnists succeeded in clearing the way. However, their luck ran out at Peterborough. Reconnaissance units attempting to find routes to bypass the town through the English countryside to the east and west ran into their counterparts from O'Connor Force.

Peterborough and its environs on the Great North Road became the site of a furious clash of armour to decide the fate of nations.



Air raid! Giant's airborne armada is mistaken for a bomber raid.





BRITISH DEFENDERS

THEATRE SELECTORS

O'CONNOR FORCE ARMoured PLATOON

1 command vehicle from: A9, A10, A13, Matilda II, Valentine, universal carrier, Mk VIB, or Mk VIC to which you must give the Command Vehicle special rule for +25pts, or the Guy Lizard command vehicle.

2 vehicles: A9, A10, A13, Matilda I, Matilda II, Valentine, universal carrier, Mk VIB, or Mk VIC.

plus:

Headquarters

0-1 Captain or Major.

0-1 Medic.

0-1 Forward Observer (either Artillery or Air).

Infantry

0-2 infantry sections: Early War Infantry Sections (Regular or Inexperienced).

0-1 Armoured Division Infantry Section (Regular).

Artillery

0-1 artillery unit: field artillery, anti-aircraft or anti-tank gun.

Field artillery: light howitzer.

Anti-aircraft gun: 40mm Bofors gun.

Anti-tank gun: light anti-tank gun.

Tank

0-1 tank: A9, A10, A13, Matilda I, Matilda II, Valentine, T0G I, universal carrier, Vickers 6 Ton, Mk VIB, or Mk VIC.

Armoured Car

0-1 armoured car: universal carrier, Beaverette, Rolls Royce armoured car, Lanchester armoured car, Guy armoured car, Morris light reconnaissance car, Morris CS9, Humberette or Daimler Dingo.

Self-Propelled Gun

0-1 SPG: mobile naval anti-tank gun, machine gun carrier, 3-inch mortar carrier, or Bedford OXA or OY SPG.

Transports and Tows

The platoon must include enough transport and tow vehicles for all the infantry and artillery units from: 15cwt, 30cwt, 3 ton trucks, universal carriers, utility cars or quad tractors.

SPECIAL RULES

- Units may not be Veteran.
- Armoured Division Infantry Sections may have a maximum of eight men and may add a Boys anti-tank rifle for +15 points – a second man acting as loader.
- Units must choose the Rapid Fire national characteristic
- In addition, the following rules replace the Bombardment and Artillery Support army special rules:

Resolute: British infantry are resolute in defence. If a British infantry or artillery unit that is treated as being 'in cover' when enemy fire causes enough casualties to cause a morale check then the unit benefits from a +1 morale modifier for the check.



Mk VIC light tank



Mk VIB light tank



TOP SECRET

LEGENDS OF BRITAIN

Sir Richard O'Connor

Born in India to a father who was an officer in the Royal Irish Fusiliers, O'Connor served in WWI first as a signals officer and then as commander of an infantry battalion. He fought at Arras, Bullecourt, and the River Piave in Italy, being awarded the MC in 1915. He reverted to his rank of captain after the war and attended Camberley Staff College. In the 1920s, he was Brigade Major of the Experimental Mechanised Brigade – testing new doctrines for mechanised warfare under the command of JFC Fuller. At the outbreak of war, O'Connor commanded the 7th Infantry Division in the Middle East.

After the debacle in France, there was a frantic effort in the British Army to find officers with experience of combined arms and mechanised warfare until someone remembered O'Connor and the

Experimental Brigade. He was recalled to the UK just in time to take command of the scratch-built mechanised brigade being put together to defend London from the DEK.

O'Connor attracted much criticism because he followed King Æthelstan's strategy at the Battle of Brunanburh, waiting for the enemy to come to him. Churchill fired off 'attack at once' missives which O'Connor ignored while he grouped his *ad hoc* forces and equipment into functioning units and built up supplies. O'Connor knew he would only get one shot at stopping Gigant so he intended to give his troops their best chance.

When he was ready, O'Connor gave the order to move out from their assembly point at Potters Bar, and march north – towards Peterborough.

Cost	180pts (Veteran).
Team	One officer and up to two other men.
Weapons	Sub-machine gun, pistol or rifle as depicted on the models.
Options	O'Connor may be accompanied by up to two men at a cost of +13pts per man (Veteran).
Special Rules	- O'Connor's officer bonus is equivalent to Major. - Light tank expert: Any light tanks or universal carriers (i.e. light fully tracked armoured vehicles) that are held in reserve at the start of the game and committed to an outflanking order may be ordered onto the table on turn 2 rather than turn 3 but may outflank 24" from the player's own table edge as if it were turn 3 (adding 12" per subsequent turn of entry as usual).

Howzat! BUF fifth columnists clash with a local cricket team.



LOCAL DEFENCE VOLUNTEER SPORTS TEAM PATROLS 'REINFORCED PLATOON'

As luck would have it, the fine weather that the Germans used for Gigant had also encouraged a number of athletic activities amongst the islanders. Many sports teams, school six forms, local clubs and so on, had formed their own LDV units, and a number of these went straight into action from the clubhouse and playing fields, setting up road blocks and ambushing German columns.



1 Club Secretary.
1 Football Team, Cricket Team or Rugby Team.

Plus

Infantry
0-4 Football Teams, Cricket Teams or Rugby Teams.

Transports
1 civilian car.
1 civilian goods delivery van.



UNIVERSITY COLLEGE NOTTINGHAM OFFICERS' TRAINING CORPS 'REINFORCED PLATOON'

The University Officer Training Corps came into being in 1906 to provide officers for the militia, but some universities can boast of equivalent organisations going back further – to the English Civil War in the case of Oxford. Nottingham OTC was formed in 1909 and had an historic association with the Sherwood Foresters light infantry regiment. The OTC consists of intelligent, well-trained, fit young men with high morale. This is a unit of potential officers. They wear British Army uniforms, but, given the circumstances, some or all may be partly or wholly in civilian clothes.

1 SUO.

1 Cadet Section.

Plus

Infantry

0-4 Cadet Sections.

0-1 Cadet Support Section.

Transports

1 civilian car.

1 civilian goods delivery van.



The occupants of a pillbox step outside for a breather and a smoke.



A shop owner does his bit to halt the invaders.





NEW BRITISH UNITS

SPORTS TEAMS

HEADQUARTERS

CLUB CAPTAIN, CLUB SECRETARY AND GROUNDSMAN

Cost	35pts (Inexperienced), 50pts (Regular) – counts as a Second Lieutenant.
Composition	One leader and up to two volunteers.
Weapons	Improvised hand weapon, pistol, shotgun or rifle as depicted on the models.
Options	- The Club Captain may be accompanied by the Club Secretary and Groundsman at a cost of +7pts per man (Inexperienced) or +10pts per man (Regular).

FOOTBALL TEAM (SECTION)

Football is traditionally an English working man's sport. A team typically has eleven players.

Cost	Inexperienced Infantry 20pts.
Composition	One team captain and four footballers.
Weapons	Improvised hand weapons and football boots.
Options	- Up to six additional footballers armed with improvised hand weapons at +4pts each - Give up to two footballers a shotgun at +5pts each.
Special Rules	- Green. - Football: The team automatically passes Order tests to Advance or Run, as long as during their move, a member of the team 'dribbles' the football at least 3" towards the closest enemy infantry unit – dribbling a football merely involves placing it in front of a footballer and moving the ball with him. A new footballer must move to the ball and dribble it if the first is killed in order to keep claiming the benefit.

RUGBY TEAM (SECTION)

There are two styles of rugby-football played in England: Rugby Union and Rugby League. Rugby Union was first codified in Rugby School in 1845, and in 1940 was a middle

and upper middle class amateur sport. Rugby League spun off from Union in 1895 over the issue of paying players professional fees, and in 1940 was a northern English working class sport.

Cost	Inexperienced infantry 20pts.
Composition	One team captain and four rugger players.
Weapons	Improvised hand weapons and rugby boots.
Options	- Up to eight (Rugby League team) or ten (Rugby Union team) additional rugger-beggars armed with improvised hand weapons at +4pts each. - Give up to two rugger players a shotgun at +5pts each. - Give up to two rugger players a pistol each +2pts each. - Give up to three rugger players a rifle at +3pts each.
Special Rules	- Green. - Rugby Tackle: Rugby is a contact sport and all players are expert at the dreaded rugby tackle: rugger players can re-roll dice rolls of 1 when testing to inflict damage during close assault (a second 1 stands).

CRICKET TEAM (SECTION)

Cricket teams tended to be drawn from the educated middle classes in 1940. A team has eleven men.

Cost	Inexperienced infantry 20pts.
Composition	One team captain and four cricketers.
Weapons	Improvised hand weapons – cricket bats, stumps and cricket balls.
Options	- Up to six additional cricketers armed with improvised hand weapons at +4pts each. - Give up to two cricketers a shotgun at +5pts each. - Give a single cricketer a pistol +2pts. - Give a single cricketer a rifle at +3pts. - One cricketer may be upgraded to a spin bowler for +2pts. - One cricketer may be upgraded to a fast bowler for +2pts.
Special Rules	- Green.

Cricket Balls

Type	Range (")	Shots	Pen	Special Rules
Cricket ball	8	1	—	Assault

Special Rules

- Fast Bowler: has a 12" range.
- Spin Bowler: the 'shot' ignores cover as the bowler can bounce the ball behind obstacles.

Knockin & Kinnerley Cricket Club prepare to defend their beloved pavilion.



A village LDV section on the move.



Orders group in the lee of a Guy Lizard command vehicle.



UNIVERSITY COLLEGE NOTTINGHAM OFFICERS' TRAINING CORPS

HEADQUARTERS

SENIOR UNDER OFFICER (SUO)

Cost	50pts (Regular) – counts as a Second Lieutenant.
Composition	One leader and up to two junior under officers (JUO).
Weapons	Pistol or rifle as depicted on the models.
Options	- The SUO may be accompanied by two JUOs at a cost of +10pts per man (Regular).

CADET SECTION

Cost	Inexperienced infantry 40pts.
Composition	One JUO (Sergeant) or cadet section leader (Corporal or Lance Corporal) and four cadets.
Weapons	Rifles.
Options	- Up to five additional volunteers at +8pts each. - Extra to upgrade one rifle to a Browning automatic rifle for +5pts, or a Lewis gun for +15pts (another volunteer becomes a loader). - The entire section may have Molotov cocktails for +2pts per model.
Special Rules	- Tank Hunters (if Molotov cocktails taken). - Stubborn.

CADET SUPPORT SECTION

VOLUNTEER VICKERS MACHINE GUN TEAM

Cadets would have been issued with hand-me-down kit or weapons that had been in moth balls for too long so there was a chance of a jam even on the famously reliable Vickers. They would have had little experience of actually firing the gun.

Cost	33pts (Inexperienced).
Composition	Three cadets.
Weapons	One MMG.
Special Rules	- Fixed. - Team Weapon. - Stoppages.

A British Army Vickers MMG team deploys.



VEHICLES

SELF-PROPELLED GUNS

BEDFORD OY SELF-PROPELLED 3-PDR

The Bedford OY was a militarised version of the Bedford O series lorry capable of carrying three tons. A Hotchkiss 3-pdr naval gun mounted in the rear on a pedestal turned it into a self-propelled gun. Principal Service: 1939-1940. Numbers manufactured: unknown, but probably not many.

Bedford OY SP 3-pdr



Cost	52pts (Inexperienced), 65pts (Regular).
Weapons	One light howitzer firing into the rear arc.
Damage Value	6+ (soft-skin).

An Abwehr agent reports to German Feldgendarmes.



TANKS

HEAVY TANK MK IV

The Mk IV heavy tank was the world's first production tank, with an initial order of 1,120. It was designed in 1916 and it provided the bulk of the British tank park in 1917. Mk IVs carried out the first armoured amphibious assault, the first great tank attack at Cambrai, and the first tank versus tank battle near Cachy. The primary armament of the 'male' tank was two 57mm QF 6pdrs and four LMGs for the 'female'. After the war, the Mk IV was considered obsolete and many were scrapped. Some were used for fund raising or seaside rides, others became static 'gate-guards' at military bases. As World War II dragged on these gate-guards were scrapped for their steel. A Mk IV at Ashford still survives because it was used as a telephone exchange.

Mk IV tanks enjoyed a strange afterglow in World War II. A couple of museum pieces were reactivated to take part in the 1945 Battle of Berlin and an IRA Active Service

Mk IV (male) heavy tank



Unit used a reactivated gate-guard against the British Army in England. How they did this without anyone noticing is a complete mystery, but it is believed that IRA volunteers with experience of operating British tanks in the WWI British Army were responsible. Similarly, many LDV and Home Guard were ex-tankers so there are rumours of reactivated Mk IVs also being used by Home Guard and LDV units during Sea Lion and Gigant, but these reports have never been reliably substantiated.

Cost	64pts (Inexperienced), 80pts (Regular).
Weapons	Five MMGs, one covering the front arc and two covering each side arc.
Damage Value	7+ (Armoured Car).
Options	- Convert to male tank armed with two low velocity medium AT guns, the starboard covering the front and right side arcs and the port covering the left and rear side arcs, and three MMGs, one covering the front and one covering each side arc for +80pts.
Special Rules	- Slow. - Fatigue: The unsprung nature of the suspension rapidly tired the crew – all of the tank's weapons' rolls to hit suffer an additional -1 modifier from turn 3 onwards. - Low Velocity: AT Guns have a penetration of +4, not +5.

TOP SECRET

Although the Mk IV is listed as an IRA choice, it may reasonably be chosen by British Home Guard, British LDV, or BUF as well as IRA reinforced patrols/platoons if both players agree.



Mk IV (female) heavy tank

NEW BRITISH WEAPONS





INFANTRY WEAPONS

SHOTGUNS

Type	Range (")	Shots	Pen	Special
Shotgun	18	1	—	Assault
Blunderbuss	6	1	—	Assault, When a blunderbuss hits an enemy unit roll a D6: the result is the number of men in the unit that are hit.

IMPROVISED HAND WEAPONS

Men armed with improvised hand weapons cannot shoot but may fight in close combat. Improvised hand weapons

may include the likes of cricket bats, knives, golf clubs, crowbars, knuckle dusters, etc.

LEWIS GUN

The Lewis gun was devised by Colonel Isaac Newton Lewis of the US Army in 1911, but he failed to interest the US Army and instead went to Belgium where he set up manufacturing in association with the British BSA company. An expensive and complicated weapon, it was used by the British (and many other) armies but not the US Army, who never forgave Lewis for being right. The Lewis Gun found

its role as a mobile light machine gun to directly support advancing troops. It was replaced by the Bren Gun as the British Army's LMG of choice because the Bren was less subject to stoppages but in 1940 58,983 Lewis Guns were taken out of storage to replace losses in France.

Type	Range (")	Shots	Pen	Special Rules
Lewis Gun (LMG)	30	3	—	Stoppages



DEUTSCHE ENGLAND KORPS FORCES



THEATRE SELECTORS

DEUTSCHE ENGLAND KORPS KAMPFGRUPPE MOTORISED RECONNAISSANCE ARMoured PLATOON

- 1 command vehicle from: Funkspähwagen SdKfz 263 (8-Rad), AMD Panhard 178 command vehicle, OR any armoured car or SdKfz 251/1 Hanomag with the Command Rule.
- 2 armoured cars or recce vehicles: SdKfz 222, SdKfz 231 (6-Rad), SdKfz 231 (8-Rad), Panhard 178, SdKfz 251/1, SdKfz 251 /10, Trippel SG6 *Trippelwagen*, British universal carrier or motorcycle side-car combination with machine gun.

Plus:

Headquarters

- 0-1 Captain or Major.
0-1 Medic Team.
0-1 Forward Observer (Air).

Infantry

- 0-3 infantry squads: Heer Infantry Squads, Heer Veteran Infantry Squads, Waffen SS Squads (Early War), Kradschützen Squads or a maximum of 1 Heer Pioneer Squad.
0-1 Anti-tank Rifle Team.

Artillery

- 0-1 AA gun: 20mm Flak 38, 37mm Flak 36 (carried on a flatbed transport).

Armoured Car/ Recce

- 0-1 armoured car or recce vehicle: SdKfz 222, SdKfz 231 (6-Rad), SdKfz 231 (8-Rad), Panhard 178, SdKfz 251/1, SdKfz 251 /10, Trippel SG6 *Trippelwagen*, British universal carrier, or motorcycle side-car combination with machine gun.

Transports

The platoon must include enough transport vehicles to transport all infantry and artillery units from: truck, heavy field car, field car, Laffly S20 TL, SdKfz 3/6/10, SdKfz 7, or British universal carrier.

Note: the various trucks and cars might include civilian vehicles from Germany, Poland, France, The Netherlands, Belgium or even Britain.



Assault Pioniers captured on a newsreel.



DEUTSCHE ENGLAND KORPS KAMPFGRUPPE ARMoured PLATOON

Due to the confusion and losses during the initial landing, a kampgruppe reinforced platoon might easily be formed from a mixture of units drawn from Panzerregiment 202, which was equipped with a mix of largely German and Czech equipment, and Panzerregiment 201.

201. PANZERREGIMENT

The 201st Panzer Regiment was formed in September 1940 using captured French tanks – notably the Panzerkampfwagen 35-S 739(f), the SOMUA S35, and the Panzerkampfwagen 35R 731 (f), Renault R35/39/40. The tanks were used in mixed platoons of one S35 and four R35/39/40s. They were adapted to German use by fitting a proper turret hatch so the commander could see out. A grainy ill-focussed photo in the Imperial War Museum appears to show a burned out Char D1 or possibly D2. The remains of DEK tanks were melted down for scrap in 1941 so there is no clear evidence one way or the other, but it is possible that a handful of these also found their way onto Gigants as the Pz. D1 732/3(f).

The regiment was also supported by a platoon of Flammpanzer B2(f), French Char B1s, converted by replacing the 75mm gun with a flamethrower, and a platoon of 4.7 cm Pak(t) auf Panzerkampfwagen 35R(f) ohne Turm, Renault R35 tanks converted into tank destroyers by removing the turret and replacing it with a Škoda A6 47mm anti-tank gun.

Reconnaissance platoons were supplied with the Trippel SG6 *Trippelwagen*, an amphibious four wheel drive car and troop transport and captured Panhard 178 armoured cars, as the Panzerspähwagen P204 (f).

- 1 command vehicle from: Funkspähwagen SdKfz 263 8-RAD, AMD Panhard 178 command vehicle, *Panzerbefehlswagen* SdKfz 265 Pz I, *Panzerbefehlswagen* SdKfz 267-268 Pz III, OR any armoured car or SdKfz 251/1 Hanomag with the Command Rule.
- 2 tanks: Pz I, Fluggpanzer I, Pz II Ausf. A, B, C or F, Pz 35 (t), Pz 38 (t), Pz III Ausf C, D, E or F, Pz IV A, B, C, or D, SOMUA S35, Renault R35/39/40.

Pzkpfw 35R 731 (f)
(Renault R40 in
German service)



Plus:

Headquarters

- 0-1 Captain or Major.
- 0-1 Medic Team.
- 0-1 Forward Observer (Air).

Infantry

- 1-3 infantry squads: Heer Infantry Squads, Heer Veteran Infantry Squads, Waffen SS Squads (Early War), Kradschützen Squads or a maximum of one Heer Pioneer Squad.
- 0-1 Sniper Team.
- 0-2 MMG Teams.
- 0-1 Mortar Team (light or medium).
- 0-1 Anti-tank Rifle Team.

Artillery

- 0-1 artillery unit: artillery gun, anti-tank gun or anti-aircraft gun.
- Artillery gun:* light or medium.
- Anti-tank gun:* Pak 36.
- Anti-aircraft gun:* Flak 38, Flak 36 or 88mm AA/AT Flak 36.

Armoured Cars

- 0-1 armoured car or recce vehicle: SdKfz 222, SdKfz 231 (6 rad), SdKfz 231 (8 rad), Panhard 178, SdKfz 251/1, SdKfz 251/10, Trippel SG6 'Trippelwagen', British universal carrier, or motorcycle side-car combination with machine gun.

Tanks, Tank destroyers, Self-propelled artillery and Anti-aircraft vehicles

- 0-1 vehicles from: tank as above list, Flammpanzer B2(f), Panzerjäger I, Panzer I stG33, Stug III Ausf A, Panzerkampfwagen 35R(f) ohne Turm, SdKfz 251/2, SdKfz 8 (armoured cab) or SdKfz 10/4 with Flak 38, Opel Blitz with Flak 38.

Transports and Tows

The platoon must include enough transport vehicles to transport all infantry and artillery units from: truck, heavy field car, field car, Laffly S20 TL, Sdkfz 3/6/10, Sdkfz 7, or British universal carrier.

Note: the various trucks and cars might include civilian vehicles from Germany, Poland, France, The Netherlands, Belgium or even Britain.

SPECIAL RULES

- **Forward The Guns:** German anti-tank units were highly aggressive. A player may re-roll failed order checks for an anti-tank unit or vehicle when testing for an advance or run order.



IRA MIDLANDS BRIGADE MECHANISED ACTIVE SERVICE UNIT

Contacts between Abwehr agents and the IRA started in 1937. In 1938, Seamus O'Donovan conceived the S-Plan to conduct a bombing campaign on the British mainland against military, industrial and civilian targets including newspapers and the Natural History Museum – for some reason the IRA has always considered the British Museum of Natural History to be a hated enemy. O'Donovan, aka Agent V-Held, held the IRA rank of Director of Chemicals (i.e. bombs). The IRA declared war in January, 1939, in its self-appointed role as the official government of all Ireland. Through 1939 and 1940, the IRA carried out some 300 bombings in Britain, killing seven, injuring 96, but causing no impact to Britain's war capability.

In July, 1940, an exasperated Admiral Canaris sent a message to the IRA to say, "The Pfalzgraf Section very urgently requests its Irish friends and IRA members to be so good as to make considerably better efforts to carry out the S-plan, which they received some time last summer, and to be more effectual against military as opposed to civilian objectives". Shortly afterwards Canaris ordered the IRA to cease these pointless attacks and build up their strength on the island of Britain. IRA active service units would assist the German invasion of Britain

TOP SECRET

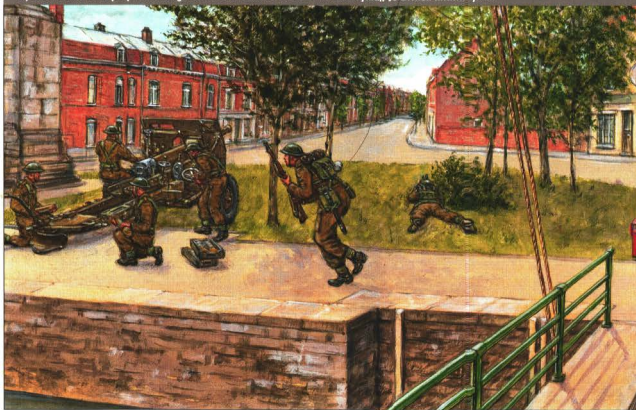
THE BRITISH COMMUNIST PARTY

After Stalin's Great Purge, Comintern – which controlled the British Communist Party – became a branch of the OGPU/NKVD. During 1940, West European communist parties were under instructions from Stalin to oppose their countries' war efforts by agitation, strikes and sabotage of war material. This did not change until Stalin and Hitler fell out, whereupon the British Communist Party suddenly became staunch patriots. However, there is no evidence that the tiny British Communist Party had any significant impact on the British war effort let alone that they possessed the capacity to form an armed militia. However, players should feel free to set up communist columns if they like. The IRA Midlands army list makes a good starting point – but see also various British LDV lists for inspiration.

and, in return, Germany would unify Ireland under an IRA government. The IRA's main newspaper duly took a strong anti-semitic line promoted by Sinn Féin leader J.J. O'Kelly who in 1940 praised Hitler for freeing Germany from the 'heel' of the 'Jewish white slave traffic', reversing what had been a hitherto largely anti-Nazi Republican policy.

IRA active service units in southern England were rounded up in anti-terror operations, but they maintained a strong foothold in the Midlands, as witnessed by their successful

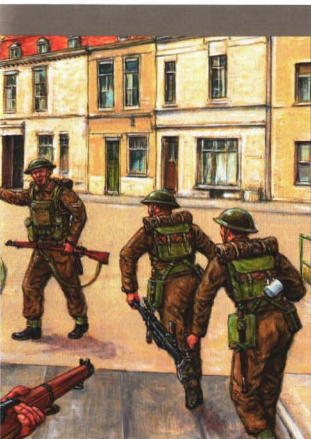
A British Army 18/25 pdr gun team cover the approach to a vital canal bridge, by Adam Hook © Osprey Publishing. Taken from *Combat 14: German Infantryman vs British Infantryman*.



bombing of a shopping street in Coventry causing 75 casualties. In perhaps the strangest twist of the IRA story, an engineer called Gerry O'Brian managed to recommission a Mk IV WWI tank being used as a gate-guard and create other improvised armoured fighting vehicles. The Midlands Brigade was activated during Operation Gigant to seize key strategic choke points along the Great North Road between Lincoln and London.

O'Donovan initially regretted the failure of Sea Lion, claiming that a victorious Nazi Germany "would have been very generous indeed" to Ireland, which "at last would become a place worth living in." Later, on reflection, his opinion was that the S-Plan and Sea Lion "brought nothing but harm to Ireland and the IRA."

A suspicious-looking nun makes careful note of British movement...



Headquarters

- 1 Brigadier.
- 2 Active Service Units.

Plus:

Infantry

- 0-4 Active Service Units.

Armoured Cars

- 0-1 motorcycle side-car combination with Lewis LMG.

Self-Propelled Artillery

- 0-1 mortar lorry.

Tanks

- 0-1 Mk IV heavy tank.

Transports

- 1 civilian car.
- 1 civilian goods delivery van.

SPECIAL RULES

- **Non-German:** Even though these units fight on the German side, they do not benefit from any of the German army special rules, or indeed any army special rules.



NEW DEUTSCHE ENGLAND KORPS UNITS





IRA MIDLANDS BRIGADE

HEADQUARTERS IRA BRIGADIER

Cost	50pts (Regular) – counts as a Second Lieutenant.
Composition	One leader and up to two junior under officers (JUD).
Weapons	submachine gun, shotgun, pistol or rifle as depicted on the models.
Options	- The brigadier may be accompanied by two volunteers at a cost of +10pts per man (Regular).



IRA ACTIVE SERVICE UNIT

Cost	Inexperienced infantry 20pts.
Composition	One ASU team leader and four volunteers.
Weapons	Improvised hand weapons.
Options	- Up to three additional volunteers armed with improvised hand weapons at +4pts each. - Give the team leader a pistol +2pts. - Give up to two volunteers a shotgun at +5pts each. - Give up to two volunteers a rifle at +3pts each. - Give one volunteer a sub-machine gun at +6pts. - The entire patrol may have Molotov cocktails at +2pts per volunteer. - The entire patrol may be mounted on bicycles at +1pt per volunteer.
Special Rules	- Green. - Tank hunters (if Molotov cocktails taken). - Bicycle rules (if bicycles taken).



VEHICLES

SELF-PROPELLED GUNS

MORTAR LORRY

The IRA Midlands Brigade is credited with building the first mortar lorries on the UK mainland. The base vehicle was usually a van with holes cut in the roof or a flatbed lorry, commonly carrying a hollow square of hay bales surrounding the mortar assembly.

The improvised mortar was made from a 4" pipe, angled to throw a bomb over the front of the vehicle. The propellant used was sodium chlorate and ammonium nitrate soaked into rags and then dried. The mortar was commonly ignited by a shotgun cartridge that could be electrically fired from

the cab. The bomb itself was often a propane gas canister filled with homemade explosives based on fertiliser. The bombs had to be detonated singly, but at a fast rate, getting up to two shots off in the time taken to fire a QF howitzer. Commonly, a vehicle would be equipped with six mortars.

Disadvantages of the improvised mortar included being unstable (sometimes refusing to fire and sometimes exploding in the tube catastrophically), unaimable (aiming could not be fine-tuned between shots) and unreloadable. On the other hand, it did provide a degree of artillery support for active service units.

Cost	56pts (Inexperienced), 70pts (Regular).
Weapons	Six improvised mortars, covering the front arc.
Damage Value	6+ (soft-skin).
Options	May have improvised armour for +20pts.
Special Rules	Improvised armour (if fitted).

Improvised Mortar

Type	Range (*)	Shots	Pen	Special Rules
Lorry mortar	12-40	1 or 2	HE	Indirect Fire, HE (3")

Special Rules:

- Each individual mortar is a one shot weapon.
- The lorry may fire one or two shots per turn.
- The 'To Hit' number is always 6+; aim cannot be adjusted between shots.
- A double 1 when rolling to hit means that one of the bombs has exploded in the barrel; the lorry is destroyed and becomes a wreck.

PANZERKAMPFWAGEN 35R(F) OHNE TURM

The success of the Panzerjäger I, an obsolete light tank turned into a useful self-propelled gun by removing the turret and replacing it with a Czech 47mm AT gun, led German designers to modify some of the many French R35 tanks they had captured. The tiny Renault hull gave the designers at Altmärkische Kettenfabrik (Alkett), then the leading German SPG manufacturer, a difficult task as

they had to squeeze in three crew and a large gun with a decent stock of ammunition. In the end they cut the top off the hull and bolted on a box structure with room for two gun crew, the ammunition being carried in a bustle at the rear. The mating was not a happy event and the SPG suffered from poor mobility and serviceability. Principal service: 1941-1945. Number manufactured: 200 planned, but possibly fewer actually built.

Cost	68pts (Inexperienced), 85pts (Regular), 102pts (Veteran).
Weapons	One forward-facing, medium anti-tank gun.
Damage Value	7+ (Armoured Carrier).
Special Rules	- Open-topped. - Slow.



Panzer-Befehlswagen I Ausf B



Krupp Protze heavy field car

Rollerskates + catapults – desperate times, desperate measures!



TANKS

FLUGPANZER I

The Soviets had tried dropping tanks from the air (initially without parachutes to save on silk!), to give parachute troops heavy weapon support, but the results were mixed – to put it mildly. Soviet ground forces also discovered disadvantages in tanks dropping out of the sky at their location. The Soviets also tried transporting tanks slung under heavy bombers, but planes like the TB3 were far more valuable as bombers than light tank transports. The Soviet four-engined bomber of the time was barely able to carry even a light tank or tankette, so the idea was shelved.

A plane-carried or flying tank, as opposed to a parachute-delivered tank, is tactically far more useful in that the crew are delivered with the tank. Therefore it can fly straight into a combat zone and be almost immediately ready to fight. The crew of a parachute-delivered tank had to be dropped separately and it could be quite some time – if ever – before crew and tank could be reunited.

Christie seems to have been the first to design a flying tank in 1932, where a biplane and boom-tails contraption could be fitted to the top of a Christie tank, its propeller driven by the tank engine, but Western armies were unimpressed. Russian armoured specialists, who placed great faith in Christie designs, were intrigued and worked on their own designs. Oleg Antonov designed a biplane glider with a detachable cradle, fabric-covered wooden wings and twin tail that could be used to lift a light tank. Tests showed the method to be viable, but Stalin was loath to build the necessary tow planes at the expense of bomber production, so cancelled the project.

Germany picked up the idea through Soviet-German tank cooperation and worked on their own design. They avoided the problem of having to build specialised tow planes, and using up engines needed for bomber production, by going back to the original Christie concept where the tank engine powered a propeller to make a flying plane rather than a glider. Even with rocket-assisted take offs, it was discovered that the maximum weight that could be lifted was not much over six tons, relegating the Flugpanzer concept to the Panzer I.

Already constructed Flugpanzer flight-cradles were mothballed when the Pz I demonstrated its obsolescence in Spain, but were hurriedly brought out of store when Sea Lion ran into difficulties. Principal Service: 1940. Numbers manufactured: unknown but probably less than fifty.

Rules for using the Flugpanzer I:

After drawing an order die, the German player places it on the table with Advance uppermost to indicate the chosen landing site and the direction in which the tank will land and rolls a D6. The tank lands on a 2+ but has to abort the landing and make another circuit, i.e. lands on the following turn, if a 1 is rolled.

For game purposes assume the tank to be located on its order die facing in the appropriate direction.

Roll a D6 and add the result to get the distance the glider moves forward from its order die while landing. A Veteran crew rolls 2D6, with the player selecting which die to discard.

The tank may be damaged if it runs into a solid structure such as a building, wall, anti-glider obstacle or vehicle. Roll D6-1 on the Vehicle Damage Table in the main *Bolt Action* rulebook.

Flying tanks are not affected by anti-aircraft guns as the rules cover only the final landing approach where they are too low and inconspicuous to be attacked.

Note that the Flugpanzer I costs exactly the same points as a normal Panzer I as they perform exactly the same when on the table. It is therefore not necessary to use a special model, but modellers may enjoy designing and building the entirely imaginary Flugpanzer I!

PzKpfw I Ausf A
(Flugpanzer I)





TRIPPEL SG6 TRIPPELWAGEN

Hans Trippel designed the all-terrain four-wheeled drive amphibious car in 1935. His technique was to fit car mechanics into a boat hull rather than try to waterproof a car chassis. He set up a factory in Hamburg in 1936 under the patronage of Hermann Göring's Luftwaffe. Production of a militarised vehicle

for the Wehrmacht began in 1937. In 1939, a stretched version capable of carrying 16 troops went into production. From August, 1940, the SG6 was also produced by Bugatti in Alsace. It was designed for reconnaissance units.

Principal Service: 1939-1945. Numbers manufactured: approx. 1,000.

Cost	28pts (Inexperienced), 35pts (Regular), 42pts (Veteran).
Weapons	None.
Damage Value	6+ (soft-skin).
Transport	Up to three men.
Tow	None.
Options	- May have a pintle-mounted MMG covering the front arc for +15pts. - May be extended version with transport for up to 15 men OR tow Light Howitzer or light AT gun or medium AT gun for +24pts.
Special Rules	- Recce. - Amphibious.

NEW SPECIAL RULES



ARMoured ALL ROUND

Shots at the side, rear, or top armour have an unmodified penetration.

IMPROVISED HAND WEAPONS

Men armed with improvised hand weapons cannot shoot but may fight in close combat.

IMPROVISED ARMOUR

This is armour retrofitted to existing civilian vehicles conferring a damage value of 7+ (Armoured car) but with a +1 modifier on a die roll on the damaged results on armoured targets table (e.g. a 3 rolled for superficial damage becomes a 4, meaning knocked out). Open-topped vehicles with improvised armour are still classed as open topped unless otherwise specified.

LOW VELOCITY

Armour penetration reduced by 1.

MOLOTOV COCKTAILS

Molotov Cocktails count as Anti-tank grenades.



Matilda II
infantry tank

STOPPAGES

The gun has suffered a stoppage if two or more 1s are rolled when testing for hits. It remains out of action for one turn while the gunner clears the blockage. He may not fire other weapons or move (unless in a vehicle) while he does so.

Agent Cartier gatecrashes a liaison between Abwehr and IRA agents.





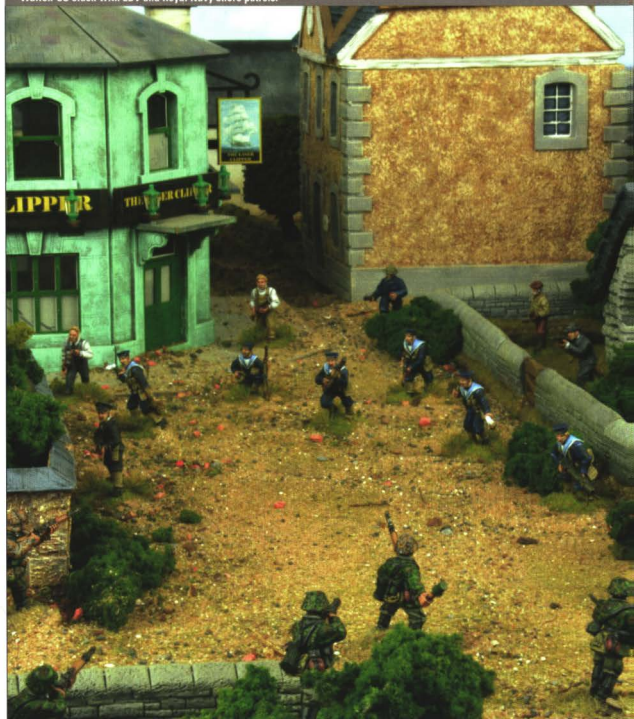
SCENARIOS

INTRODUCTION

Campaign: Gigant is a great setting for both battle and narrative scenarios. Narrative games are often best set up using the attacker-defender scenarios as described in the *Bolt Action*

rulebook. The contending forces may consist of both Battle- and Patrol-sized forces as described in the *Sea Lion* supplement. Some suggestions are given on the following pages.

Waffen-SS clash with LDV and Royal Navy shore patrols.



THE AIR LANDING SCENARIO

The first battle of Operation Gigant is the German descent on RAF Manby, which makes for a fun narrative game.

TERRAIN

For this scenario, use the basic terrain layout of Battle Scenario: Assault on Lympne Airfield from *Campaign: Sea Lion*. However, this should be a Patrol-sized game rather than a Battle-sized game.

BRITISH FORCES

RAF Manby would have been lightly defended in 1940; the RAF Regiment (nicknamed the Rock Apes) did not yet exist. The defence would have consisted mainly of light infantry supported by light AA guns. Players may find the British Regular Army Anti-Parachutist 'Light Infantry' Patrol list from *Campaign: Sea Lion* a good starting point.



GERMAN FORCES

The attackers should be drawn from the German Airborne Raiders Reinforced Platoon in *Campaign: Sea Lion*, supported by Flugpanzers – expect a duel between British light AA guns and Pz Is.

VICTORY

At the end of the game, the player holding the most objectives wins, otherwise the game is a draw. To hold an objective there must be a model from one of your infantry or artillery units (or a transport including one such unit) within 3" of the objective at the end of the game, and there must be no enemy unit of any type within 3" of it.

VARIANTS

This scenario can be turned into a full-sized battle game by setting up a race between Home Guard units rushing to relieve the airfield and the airborne German reinforcement build up. Towards the end of the game, one might dice for Gigants unloading serious military kit off table.

Defenders rush into action on the outskirts of RAF Manby.



LANDING STRIP

BRITISH SET-UP ZONE

Waffen-SS troops emerge from their DFS 230 glider.

MAGIC CARPET SCENARIOS

German plans for the Blitzkrieg deep-thrust from Lincolnshire to London relied on fifth columnists and special forces capturing key strategic points on the road south, such as bridges, crossroads, village high streets, fuel dumps and so on. This situation provides a rich background for scenarios. Note that either side could be the attacker or the defender. For example, one can envisage a German force rushing to secure a terrain piece only to discover a British patrol already in residence, or a British patrol despatched to investigate reports of enemy activity in Hoppleton-in-the-Wold and the sudden appearance of nuns with hairy hands clutching Schmeisser sub-machine guns!

TERRAIN

Set up a key strategic point in the middle of the table. It might be anything worth fighting to secure.

BRITISH FORCES

Select from any of the patrol lists found in *Campaign: Sea Lion* or this supplement.

GERMAN FORCES

Select from any of the patrol lists found in *Campaign: Sea Lion* or this supplement.

VICTORY

Whoever holds the key objective at the end of the last turn wins the game.

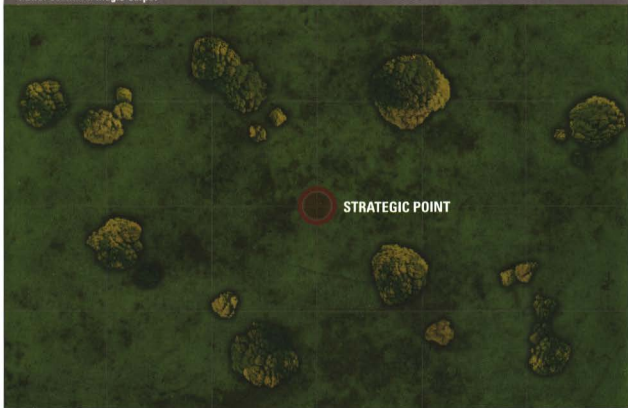
VARIANTS

A Magic Carpet scenario can be turned into a full-sized battle game by setting up a small German patrol on a key strategic objective threatened by a larger British force. The aim of the game is for the surrounded Germans to hold on until units selected from the Deutsche England Korps Kampfgruppe Motorised Reconnaissance Reinforced Platoon list arrive to relieve them.



The BUF storm a railway platform.





GERMAN SET-UP ZONE

GERMAN TABLE EDGE

BRITISH TABLE EDGE

BRITISH SET-UP ZONE

A disguised Abwehr agent infiltrates British lines!





BATTLE OF NOTTINGHAM

This scenario follows the fortunes of Kampfgruppe West in its attempts to fight its way through the Nottingham road network after an unfortunate navigational error caused by the decidedly unsporting British removing all the road signs. It should be played as a full-sized battle game. Scenario 7: Envelopment from the *Bolt Action* rule book is perfect for this action, or players could look at Battle Scenario: Capture a Port from the *Campaign: Sea Lion* supplement for ideas. The Germans are the attacker.

TERRAIN

Urban. Very, very urban.

BRITISH FORCES

Anything from this supplement or the *Campaign: Sea Lion* supplement, except the British Regular Army Reinforced Tank Platoon list or Royal Navy units.

GERMAN FORCES

Any DEK list from this supplement or Patrol lists from the *Campaign: Sea Lion* supplement.

VICTORY

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

Players score 1 victory point for every enemy unit destroyed.

The attacker scores 1 victory point for every enemy unit destroyed. He also scores 2 victory points for each of his own units that is inside the defender's set-up area (even if only partially), and 3 victory points for each of his own units that has moved off the enemy table edge before the end of the game.

The defender scores 2 victory points for every enemy unit destroyed.

VARIANTS

Use a different urban set up to represent Loughborough or Leicester.



Ahoy! Royal Navy troops enter the fray.



An SIS agent uses distraction techniques to wrongfoot the invaders.



BATTLE OF THE GREAT NORTH ROAD

Okay, this is the big one. Kampfgruppe DEK Centre and the O'Connor Force meet head-to-head near Peterborough to decide the fate of nations. If Kempf wins, he will go on to wreak havoc in London. This will force Montgomery to recall one of Britain's armoured divisions to defend the city, weakening the British armoured drive to the beaches and thus possibly saving the German invaders of Kent – at least in the short term. But if O'Connor wins, the remnants of the DEK will be destroyed. British 1st and 2nd Armoured Divisions will go on to carve up the German beachhead and the invasion will be defeated. Scenario 2: Meeting Engagement in the *Bolt Action* rule book is an ideal template for this battle.

TERRAIN

Rural with some urban areas. The Great North Road should run through the centre of the table from long side to long side.



BRITISH FORCES

Select from the O'Connor Force list.

GERMAN FORCE

Select from the Deutsche England Korps Kampfgruppe Reinforced Platoon List.

VICTORY

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

Players score 1 victory point for every enemy unit destroyed.

VARIANTS

None – this is a battle without a morrow. Winner takes all.

Battle Scenario: Battle of the Great North Road (based on Meeting Engagement in *Bolt Action* rule book).





When I wrote the *Bolt Action* campaign supplement, *Campaign: Sea Lion*, for Warlord Games, I was in many ways constrained by history. Sea Lion is, of course, a fantasy because it never happened. The Germans were unable to get across the Channel because of the Royal Navy so, in order to make it possible, I had to think of a way that the Third Reich and its allies might control the Channel just long enough to get the first wave of the invasion ashore.

We are in the realms of alternative history with *Sea Lion* and to produce an alternate history you have to go way back before the events you want to change. It is a truism that France lost a campaign in 1940, but to understand why one finds oneself going way back into the preceding decades. Maybe you start with the strategic decision to squander resources on the Maginot Line, the 20th Century equivalent of a giant fortified wall, or with the French decision to retain the obsolete mechanised equipment of WWI, and hence also the obsolete tactics, instead of scrapping the old tanks – as happened in Britain and Germany. Or possibly you start with Verdun, and the appalling political and military leadership that seared the French national psyche.

For *Sea Lion*, to change history I went back to a key political decision in 1935, when Bevin

forced Lansbury out of the leadership of the Labour Party, leading to his replacement by Attlee and ultimately a war cabinet led by Churchill and Attlee. Nevertheless, I felt obliged to more or less follow the German invasion plan as that is the one that *they* felt had the best chance of success – or perhaps one should say the least chance of catastrophic failure.

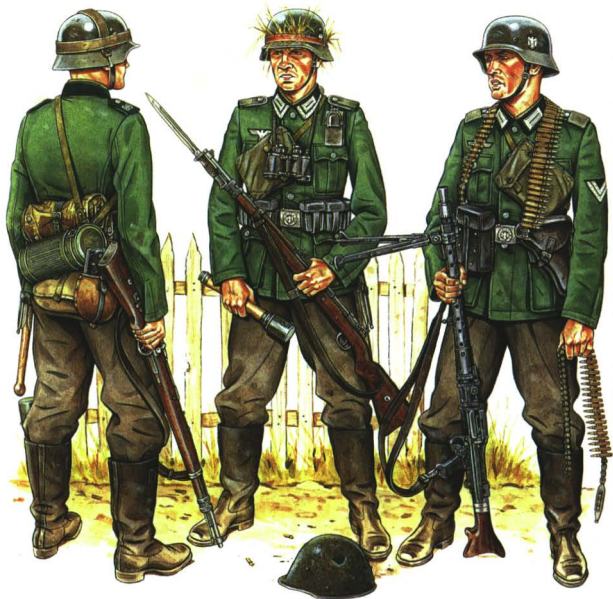
That constraint had two inevitable consequences. The first was that it restricted the equipment available to players, especially German Army players. The Germans simply weren't capable of getting the Heer's full range of gear over the Channel even under favourable conditions. The second consequence was that the book is very English Home Counties-centric. The

Panzer IV (Early War)





DESIGNER'S NOTE





action all takes place in Kent and surrounding counties. And that is a great shame because one of the delights of wargaming is to fight over a map of one's home area. The popularity of English Civil War games surely partly rests on the fact that a campaign could reasonably be set in almost any country in the British Isles – or the Three Kingdoms as they were known at the time. Solway Games' imaginary *Very British Civil War* taps into a similar sentiment – and I speak as someone whose Chatham Docks Red Column has repeatedly fought PG Wodehouse's 'Spode's Blackshirts' at the Medway crossing using the *Bolt Action* rules set.

I wracked my brains to come up with a way to take Sea Lion out of southern England and failed miserably. Fortunately, Warlord Games' Paul Sawyer came up with the answer – the Gigant. Now we could set up a second front more or less anywhere, and Nottingham seemed a good choice for some reason. Also, because Gigant is an historical fantasy, rather than an alternate history, one is completely unconstrained by the original German invasion plans. Players can use any weapon mix or location for which they can come up with a (semi)

plausible rationale. Live in the West Country, then how about a descent on an airfield in Wiltshire with a view to driving east to take London from behind? How about dropping in to the Somerset Levels to take the great port of Bristol, or into South Devon with a drive across the edge of Dartmoor to capture the naval base at Plymouth? Live in Scotland? Then how about a descent into the border region with a drive on the capital at Edinburgh or the important port and industrial city of Glasgow? These are not entirely unrealistic objectives. The French actually landed an invasion force in Ireland in 1798 in an attempt to stir up rebellion and destabilise the UK via the back door. They also had plans to invade Cornwall.

Remember, Operation Sea Lion relies on French and Italian allies for naval assets, but suppose they supplied invasion assets as well? We might imagine a French invasion of Norfolk, or an Italian invasion of Dorset. The *Germany Strikes!* supplement has army lists that will offer a starting point for the creative juices.

Campaign: Gigant is infinitely flexible, so players should feel free to experiment.

Every little helps – a WWI vintage tank back in action.



PICK YOUR FAVOURITES



BLITZKRIEG GERMAN INFANTRY

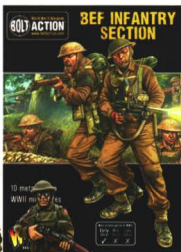
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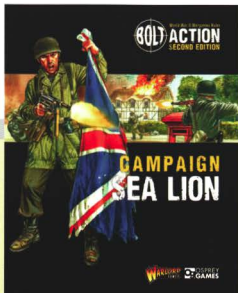
German Feldgendarmes



ASSEMBLE YOUR FORCES!

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SPECIAL THANKS

John Stallard

A Guy armoured car leads a recon patrol.



World War II Wargames Rules

BOLT ACTION

SECOND EDITION



Summer, 1940, update: Operation Sea Lion, the Nazi amphibious invasion of southern England, stalls in front of the GHQ line. The Royal Navy regains control of the English Channel, starving the invaders of supplies and reinforcements, and the British armoured divisions commence a thunderous run to the sea. The German situation is desperate but not hopeless. Hitler has one last card to play – a mechanised invasion of northern England by air. Ride with the DEK down the Great North Road to London or join O'Connor Force and hit back, with new units, rules and scenario ideas.



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